Drawings:

FIG. 1   REPORTER Learning Process   1 of 12

Start

```
        ┌─────────────────────┐
        │   Submit Report     │
        └─────────────────────┘

┌──────────────────┐              ┌──────────────────────┐
│ Report Quality   │              │ Check Measurement    │
│ Feedback         │              │ Compliance           │
└──────────────────┘              └──────────────────────┘

        ┌─────────────────────┐
        │   Calculate         │
        │   SKILL LEVEL       │
        └─────────────────────┘
```
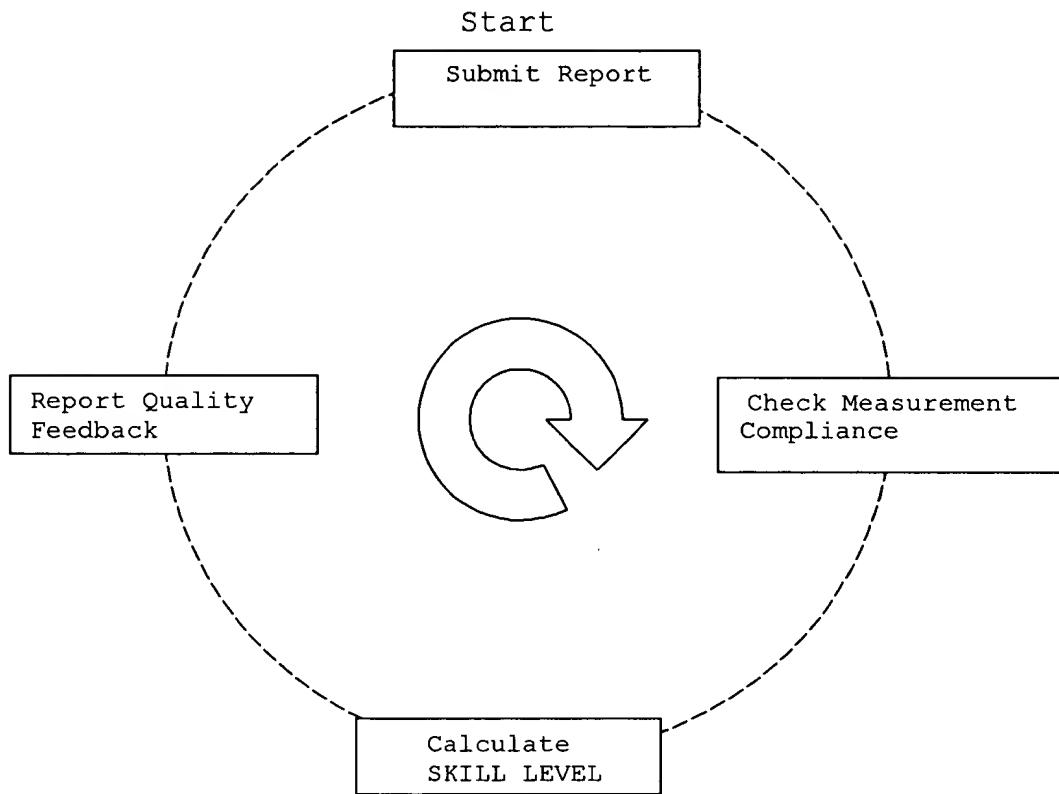
FIG. 2   **Team-member Learning Process**   2 of 12

Start

```
Team-members
Act
```

```
Team-members Formulate
Competitive Strategy
```

```
Actions are Evaluated
```

```
Team-members
Collaborate
```
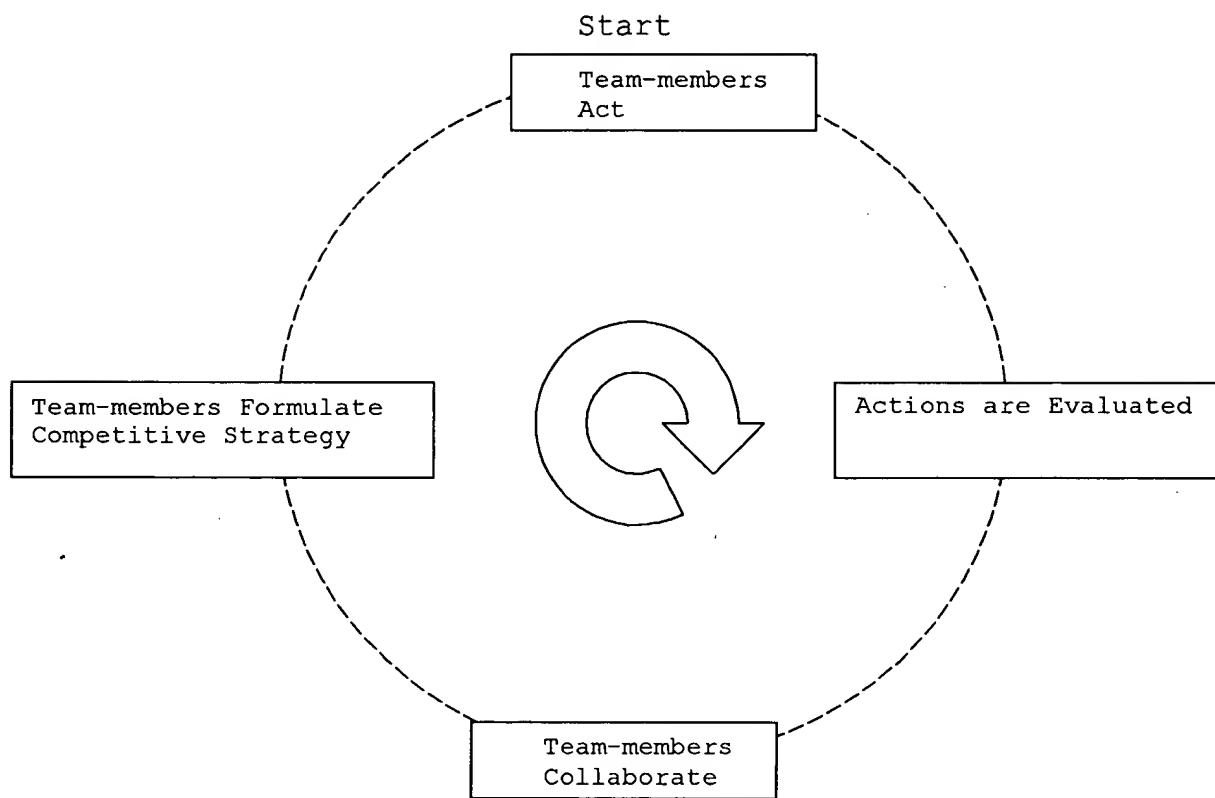
FIG. 3   3 of 12

Containment Diagram Showing Abstract Objects

```
┌─────────────────────────────────────────────────┐
│          COMPETITIVE ENVIRONMENT                 │
│                                                  │
│   ┌──────────────────────────────────────────┐  │
│   │               REPORTER                    │  │
│   │                                           │  │
│   │   ┌──────────────────────────────────┐    │  │
│   │   │          SKILL LEVEL             │    │  │
│   │   └──────────────────────────────────┘    │  │
│   │                                           │  │
│   └──────────────────────────────────────────┘  │
│                                                  │
│   ┌──────────────────────────────────────────┐  │
│   │               CONTEST                     │  │
│   │                                           │  │
│   │   ┌──────────────────────────────────┐    │  │
│   │   │            PLAYER                │    │  │
│   │   └──────────────────────────────────┘    │  │
│   │                                           │  │
│   │   ┌──────────────────────────────────┐    │  │
│   │   │          POSSESSION              │    │  │
│   │   └──────────────────────────────────┘    │  │
│   │                                           │  │
│   │   ┌──────────────────────────────────┐    │  │
│   │   │            ASPECT                │    │  │
│   │   │   ┌──────────────────────────┐   │    │  │
│   │   │   │    ERROR CORECTION        │   │    │  │
│   │   │   │        CODE               │   │    │  │
│   │   │   └──────────────────────────┘   │    │  │
│   │   └──────────────────────────────────┘    │  │
│   │                                           │  │
│   └──────────────────────────────────────────┘  │
│                                                  │
└─────────────────────────────────────────────────┘
```

40
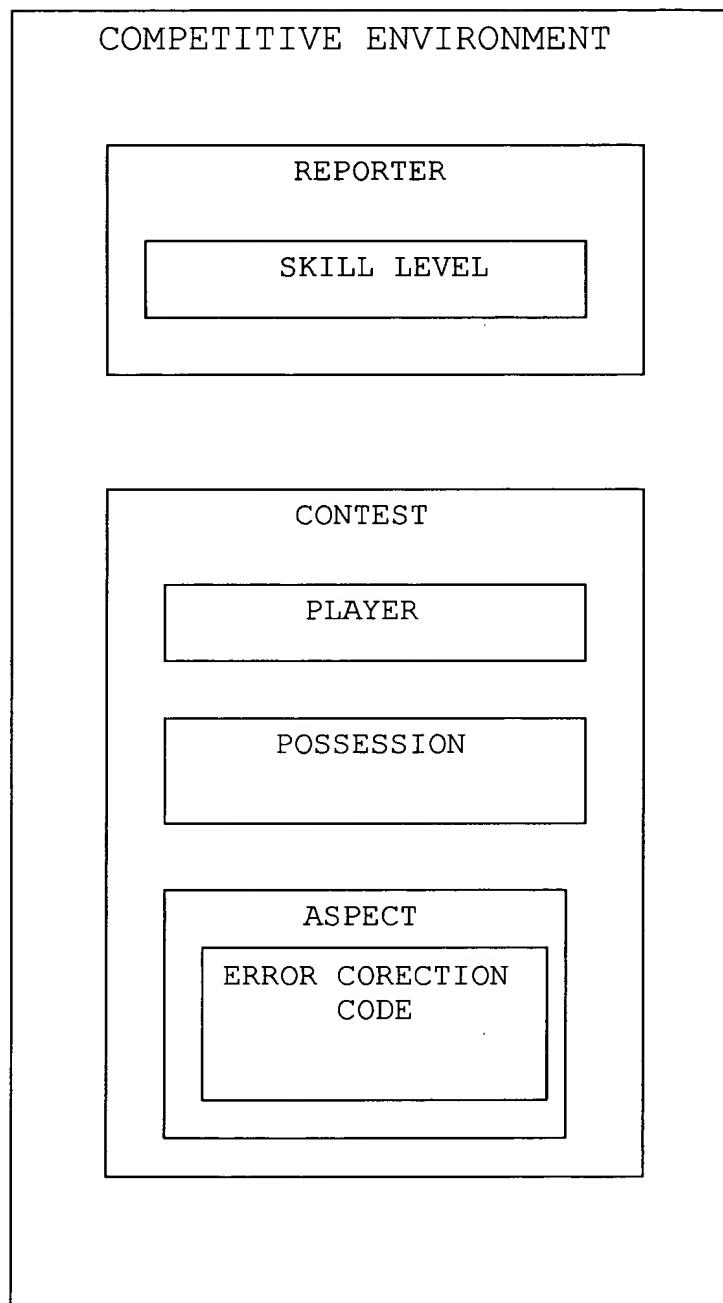
FIG. 4   **Reporting System Components** 4 of 12

Reporter Administration System

Registration Mechanism 100

Login Mechanism 200

Sign-up Mechanism 300

Report Management System

Capture Mechanism 400

Parser Mechanism 500

Filter Mechanism 600

Assembly Mechanism 700

Scoring Mechanism 800

Publishing Mechanism 900

Quality Feedback System

QC Mechanism 1000

Email Mechanism 1100

Chat Mechanism 1200
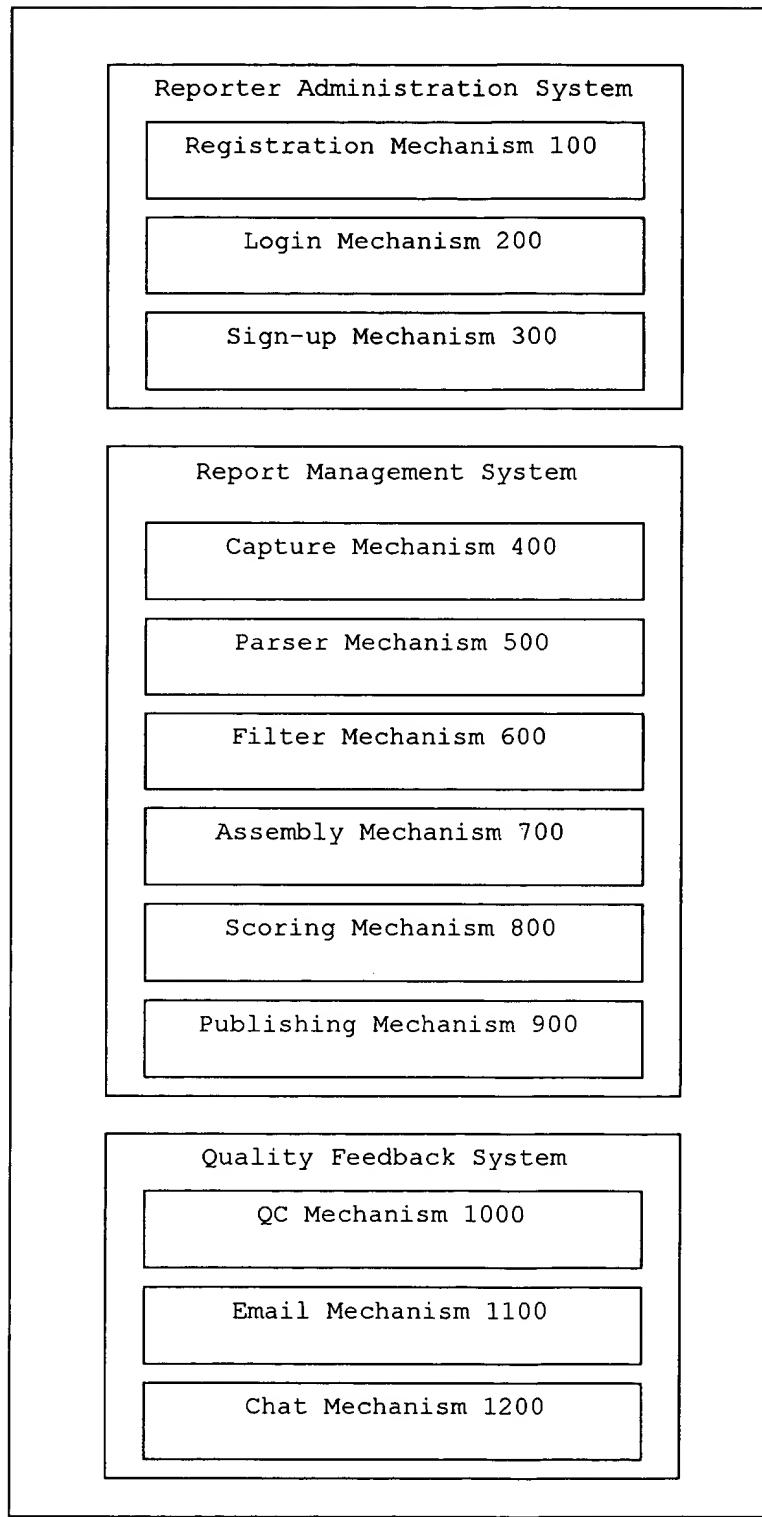
FIG. 5 **Representative ASPECT Report**   5 of 12

Expected Value

Hostile Attack Value

Frequency

ERROR CORRECTION CODE value
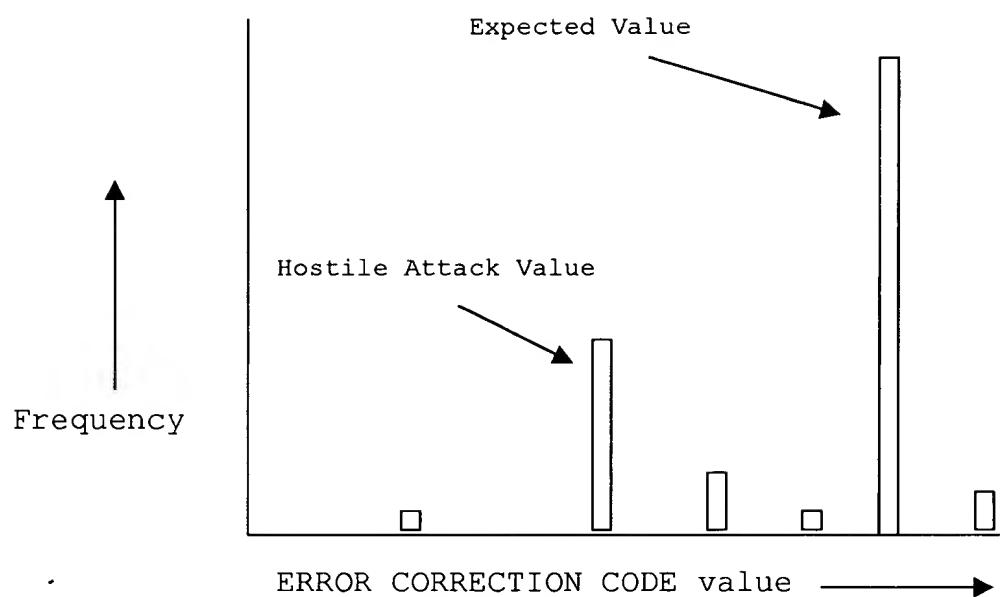
FIG. 6 **Reporting System/PLAYER Interaction** 6 of 12

```
  ┌─────────────────┐                    ┌─────────────────┐
  │ REPORTER        │ ─────────────────▶ │ Action is       │
  │ Reports Action  │                    │ Evaluated       │
  └─────────────────┘                    └─────────────────┘
         ▲                                        │
         │              Reporting System          │
         │                                        ▼
  ┌─────────────────┐                    ┌─────────────────┐
  │ PLAYERs Acts    │ ◀───────────────── │ CONTEST Report  │
  │                 │ ─────────────────▶ │                 │
  └─────────────────┘                    └─────────────────┘
         ▲                                        
         │                CONTEST                 
         │                                        
              ┌──────────────────────┐
              │ PLAYERs Formulate     │
              │ CONTEST Strategy      │
              └──────────────────────┘
```
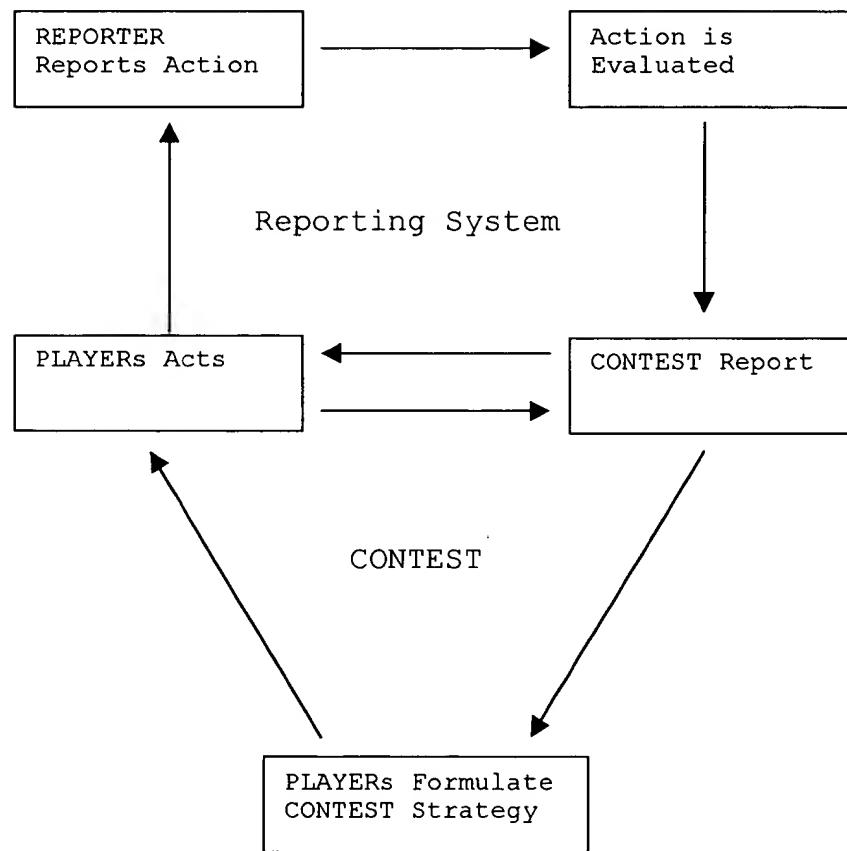
FIG. 7   **Reporting System Configuration   7 of 12**

Fire Wall   Fire Wall

| Data Entry Device | → → | Internet Server |

REPORTER

Application Server

Database

FIG. 8   8 of 12
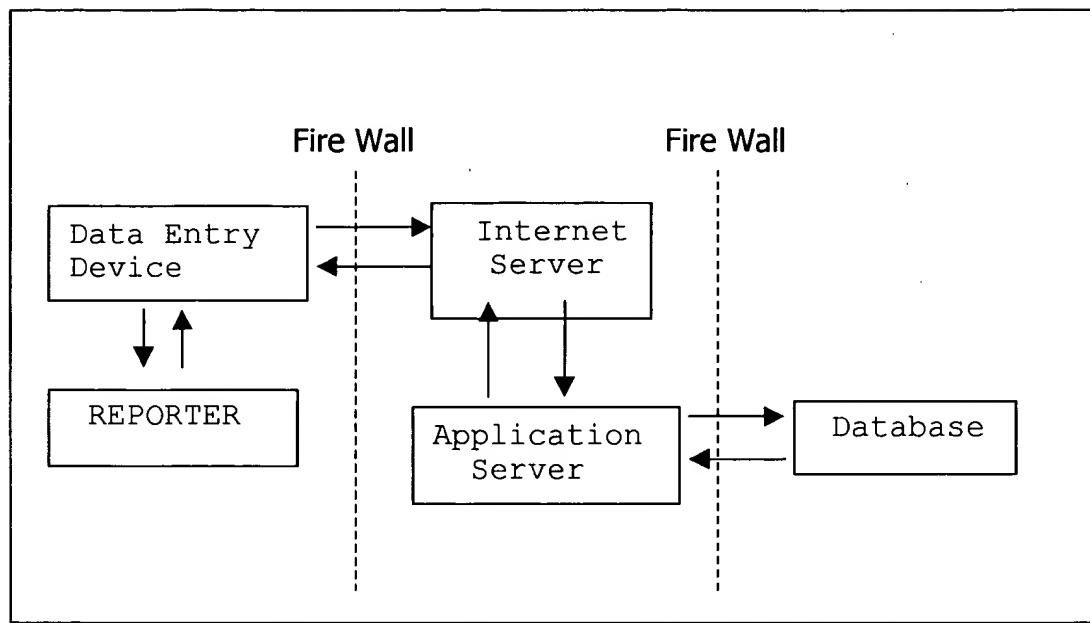
Reporting System Application Server

Internet
Server

Reporting System

Reporter Administration

Report Management

Quality Feedback

Database

45
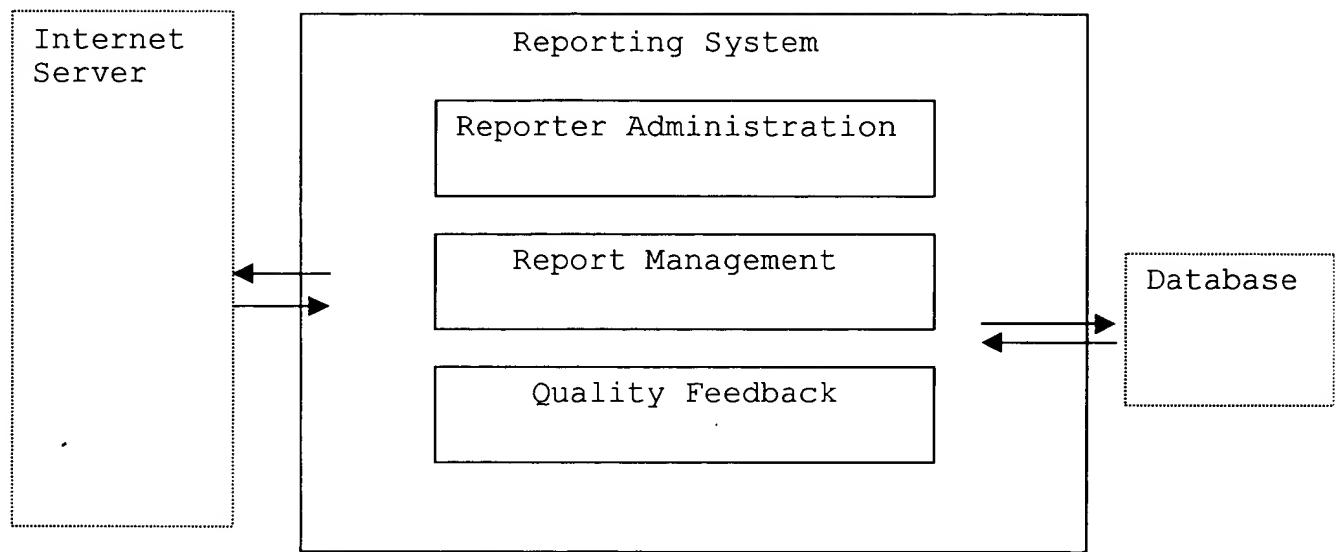
FIG. 9 **Reporter Administration Process** 9 of 12

Input: userID and password

First time REPORTER Registers with Reporting System

REPORTER Logs into Reporting System

REPORTER Signs up to Report one or more ASPECTs of a CONTEST

REPORTER Submits CONTEST Report

Authorship of Report is Verified

Repeat

Output:
CONTEST report accsssible by contributing REPORTERS
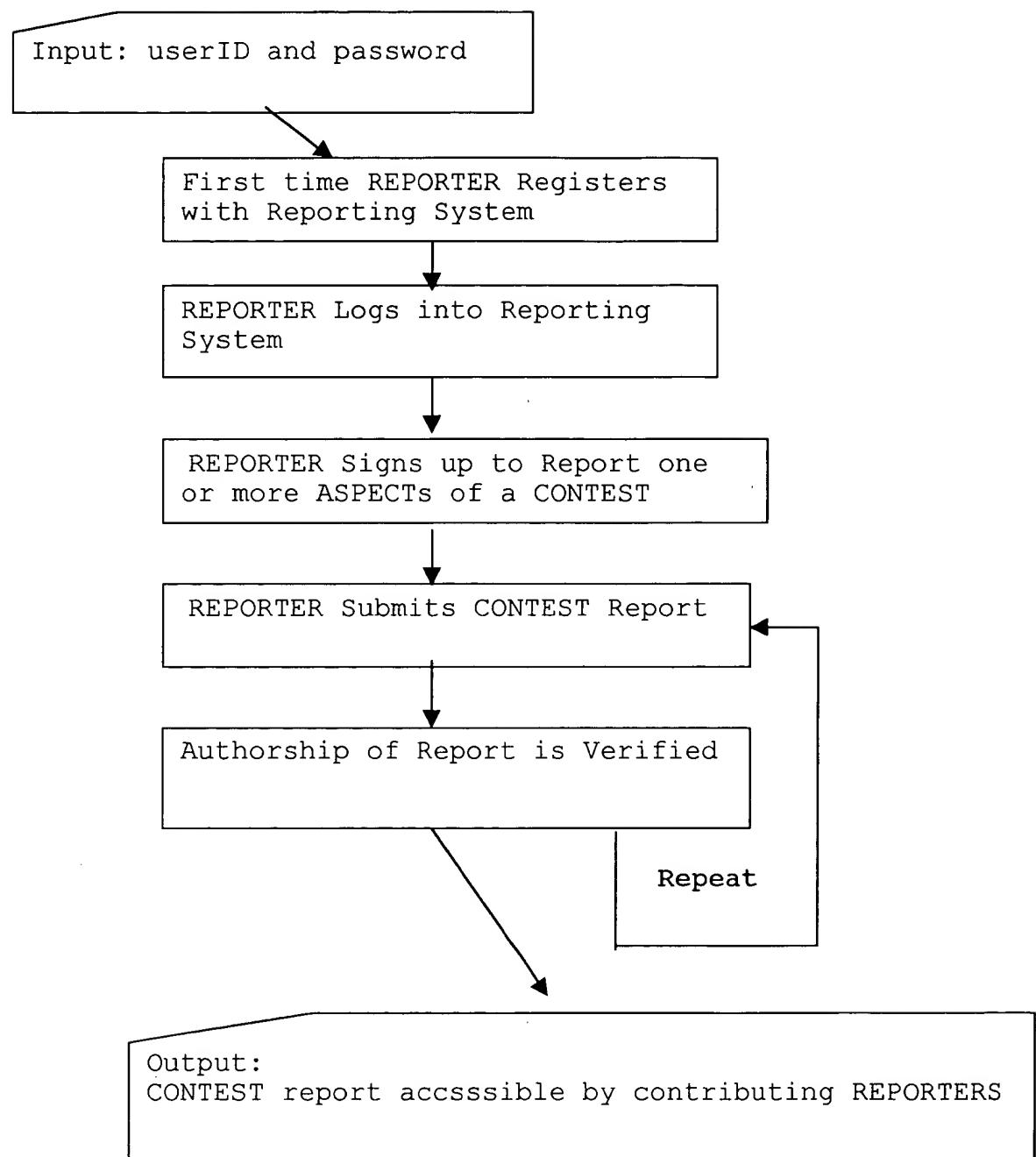
FIG. 10 **Report Management Process Sequence** 10 of 12

Input: ASPECT Data Stream

400 Capture ASPECT data stream in Centralized

500 Parce ASPECT datastream

600 Select representative ASPECT report

700 Assemble POSSESSION report from representative ASPECT reports

800 Distribute POSSESSION achievement reward among contributing PLAYERs

900 Assemble CONTEST report and publish

Output:
Published CONTEST report

FIG. 11 **Quality Feedback Process Sequence** 11 of 12

```
┌──────────────────────────────────────────┐
│ Input: Aged CONTEST Reports              │
│                                          │
└──────────────────────────────────────────┘
```

```
┌──────────────────────────────────────┐
│ Parse CONTEST Report into            │
│ ASPECT instance Reports              │
└──────────────────────────────────────┘
```

```
┌──────────────────────────────────────────┐
│      Mark ASPECT instance                │
│ Reports Expected or Unexpected           │
└──────────────────────────────────────────┘
```

```
┌──────────────────────────────────────────┐
│ Calculate REPORTER's SKILL LEVEL         │
│                                          │
└──────────────────────────────────────────┘
```

```
┌──────────────────────────────────────────┐
│  Notify REPORTER by Email of his         │
│ Report quality for the CONTEST;          │
│ provide advice for improvement           │
└──────────────────────────────────────────┘
```

```
┌──────────────────────────────────────┐
│   REPORTERs collaborate via          │
│ Chat Session to share                │
│ opinions and advice.                 │
└──────────────────────────────────────┘
```

```
┌──────────────────────────────────────────────────┐
│ Output:                                          │
│ Increased understanding of Reporting Rules       │
│                                                  │
└──────────────────────────────────────────────────┘
```

FIG. 12   PLAYER managed Reward System   12 of 12

Start

PLAYERs   Act

PLAYERs Formulate
CONTEST Strategy

Valued Actions
are Rewarded

PLAYERs
Collaborate